

FIG. 1

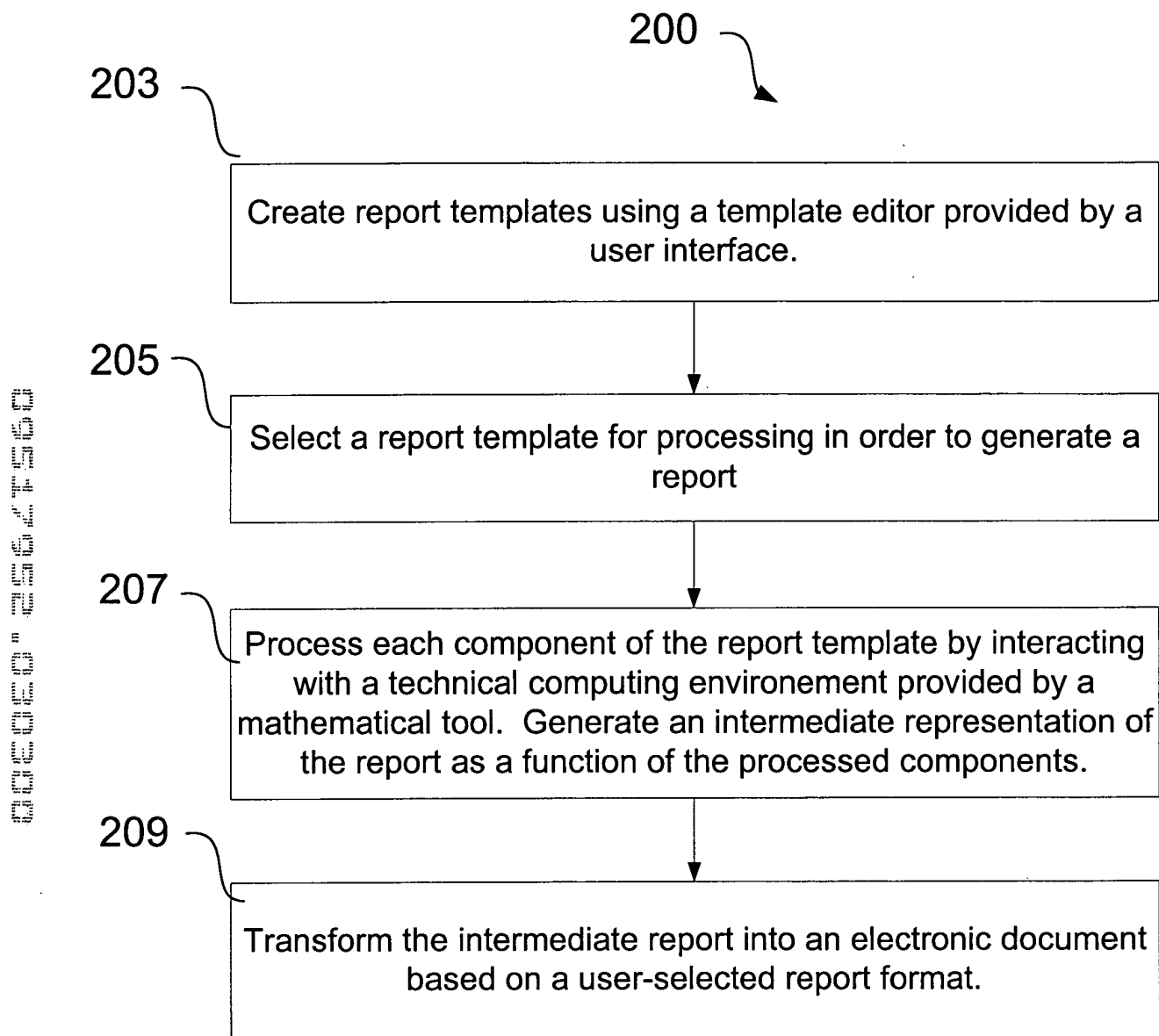
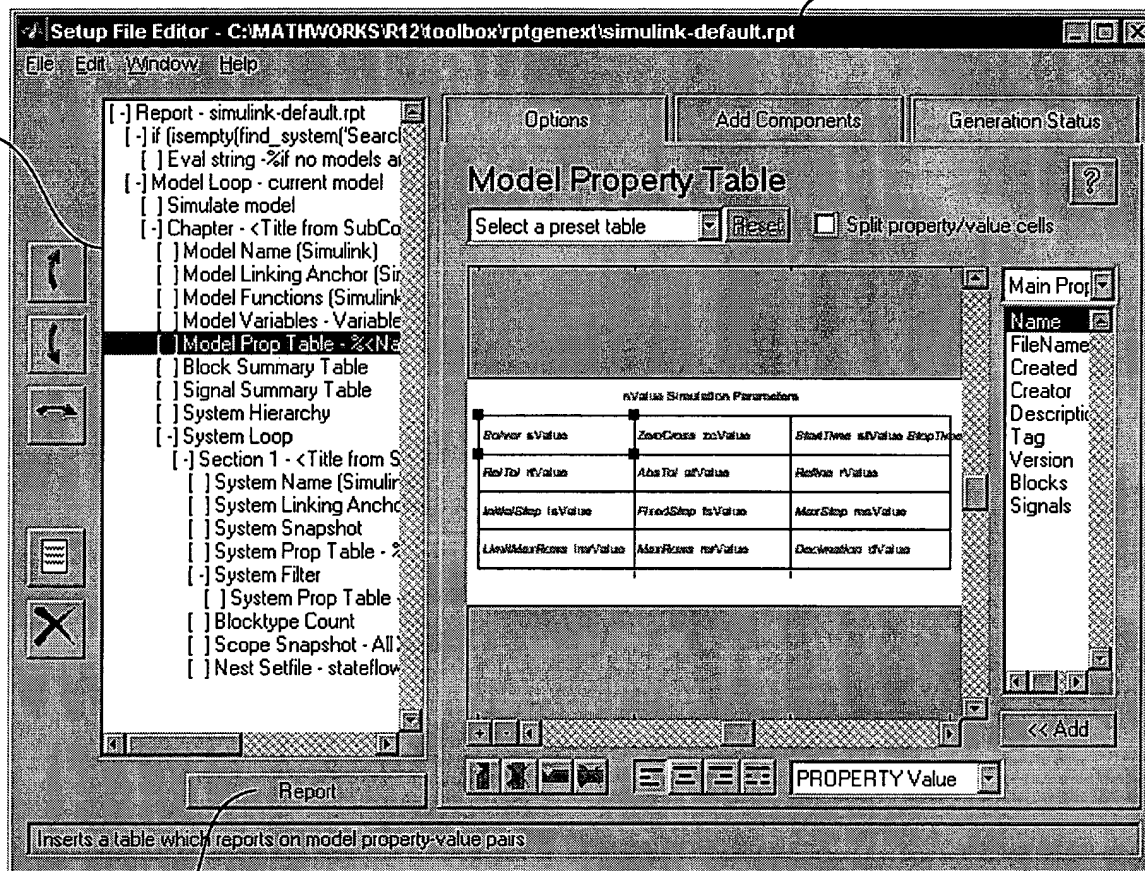


FIG. 2

305

300



307

FIG. 3

400

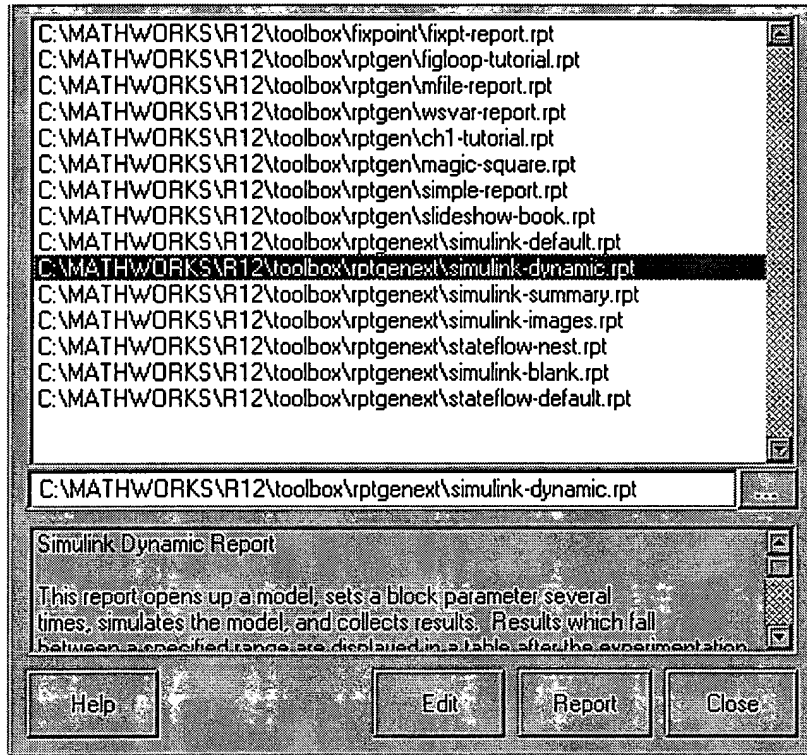


FIG. 4

500

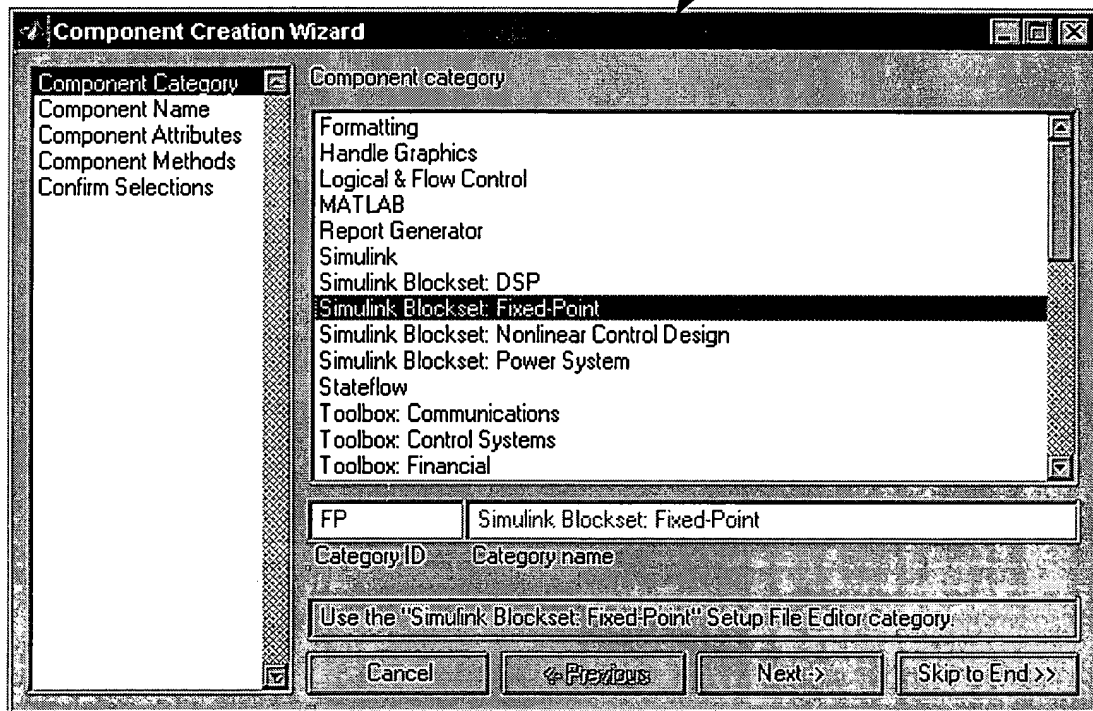
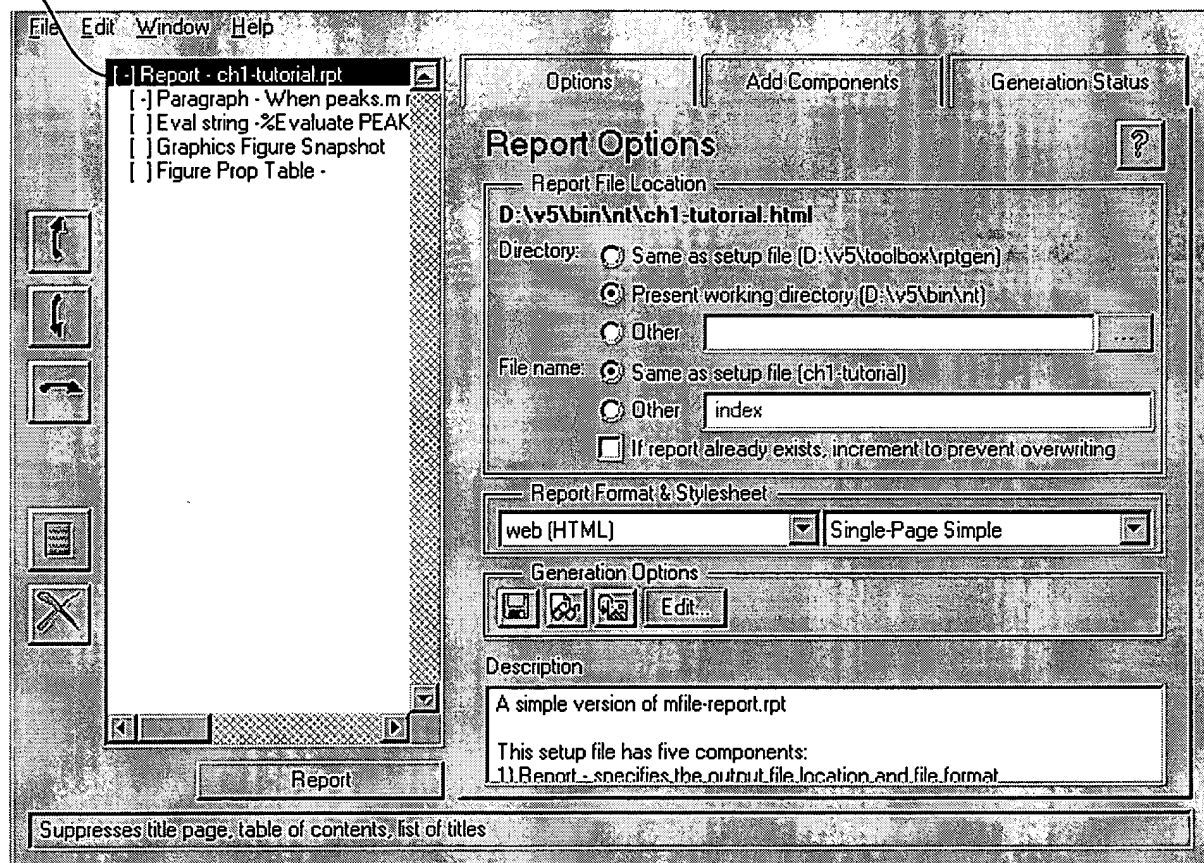


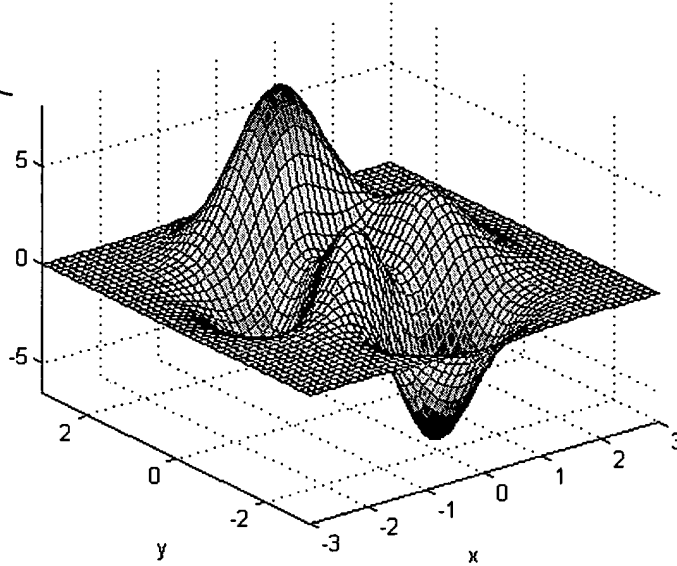
FIG. 5

300



com

1



PaperPosition: (1.00, 1.00) 5.00 x 4.00 inches

PaperOrientation: portrait

FIG. 7

### Formatting Components

Component	Output / Behavior
cfrcelltable	Cell Table
cfrsection	Chapter/Subsection
cfrimage	Image
cfrlink	Link
cfrlist	List
cfrparagraph	Paragraph
cfrtext	Text
cfr_titlepage	Title Page

### Graphic Handling Components

Component	Output / Behavior
chgfigloop	Figure Loop
chgfigproptable	Figure Property Table
chgfigsnap	Graphics Figure Snapshot
chgobjname	Graphics Object Name
chgproperty	Handle Graphics Parameter

### Logical & Flow Control Components

Component	Output / Behavior
cloelse	<if> Else
cloelseif	<if> Elseif
clothen	<if> Then
clofor	For Loop
cloif	Logical If

FIG. 8



[illegible]

# D E S I G N

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### Simulator Components

Component	Output / Behavior
cslsortblocklist	Block Execution Order
csl_blk_loop	Block Loop
csl_blk_proptable	Block Property Table
cslblockcount	Block Type Count
csl_md1_changelog	Model Change Log
csl_functions	Model Functions
csl_md1_loop	Model Loop
csl_md1_proptable	Model Property Table
cslsim	Model Simulation
csl_variables	Model Variables
csllinktarget	Object Linking Anchor
cslsysname	Object Name
cslproperty	Object Property
csl_summ_table	Object Summary Table
cslscopesnap	Scope Snapshot
csl_sig_loop	Signal Loop
csl_sig_proptable	Signal Property Table
cslfilter	System Filter
cslsyslist	System Hierarchy
csl_sys_loop	System Loop
csl_sys_proptable	System Property Table
cslsnapshot	System Snapshot

### State Control Components

Component	Output / Behavior
csf_hier_loop	Stateflow Loop
csf_obj_report	Stateflow Object Report
csf_prop_table	Stateflow Property Table
csf_snapshot	Stateflow Snapshot
crg_halt_gen	Stop Report Generation

FIG. 10

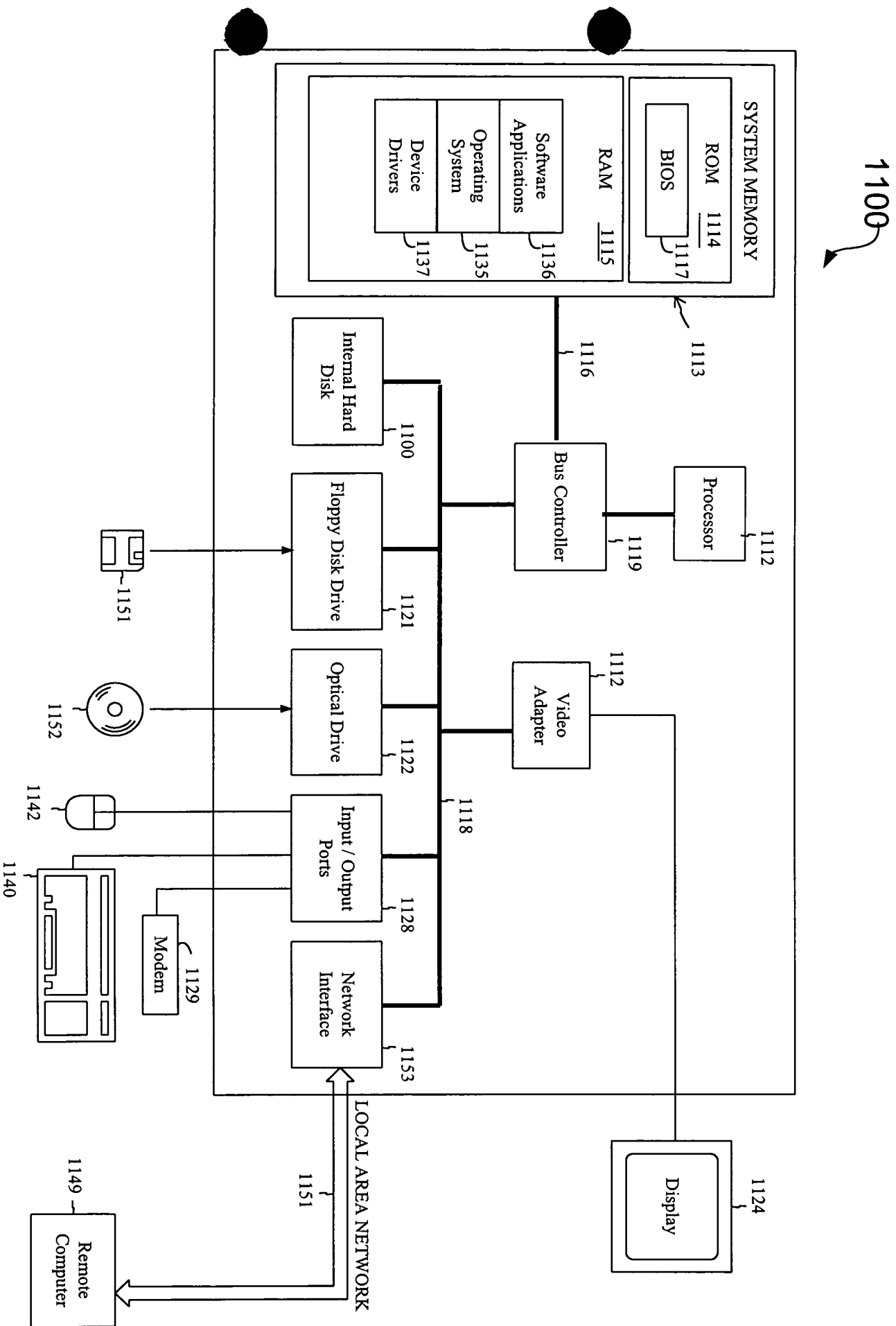


FIG. 11

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